Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD 1428,014USL Effective October 1, 2003 **CLAIMS AS FILED - PART I OTHER THAN** SMALL ENTITY (Column 1) (Column 2) TYPE ____ OR SMALL ENTITY **TOTAL CLAIMS** RATE FEE RATE FEE **BASIC FEE** BASIC FEE 385.00 770.00 FOR NUMBER FILED NUMBER EXTRA OR TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 =X43= X86= 0 OR MULTIPLE DEPENDENT CLAIM PRESENT +145= +290= OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR **TOTAL CLAIMS AS AMENDED - PART II OTHER THAN** SMALL ENTITY **SMALL ENTITY** OR (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT RATE TIONAL RATE TIONAL MENT **PREVIOUSLY AFTER EXTRA** FEE FEE AMENDMENT PAID FOR ENDI Minus Total X\$ 9= X\$18=OR Independent Minus X86= X43= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145 =OR TOTAL TOTAL 0R ADDIT FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) **CLAIMS** HIGHEST ADDI-ADDI- $\mathbf{\omega}$ NUMBER REMAINING PRESENT RATE TIONAL RATE TIONAL **AMENDMENT AFTER PREVIOUSLY EXTRA FEE AMENDMENT** PAID FOR FEE Total Minus X\$18= X\$ 9= OR Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) **CLAIMS** HIGHEST ADDI-ADDI-ပ REMAINING NUMBER PRESENT **AMENDMENT RATE** TIONAL RATE TIONAL **PREVIOUSLY** AFTER **EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR * If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." OR ADDIT, FEE ADDIT, FEE ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.